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AMENDMENTS TO THE CLAIMS

1-28 Cancelled

29. (New) In a software authorization agent, a method of generating a gaming software transaction record used to facilitate a transfer of gaming software between two gaming devices, the method comprising: receiving a gaming software transaction request from a first gaming device; authenticating an identity of the first gaming device; generating a gaming software transaction record comprising gaming software transaction information that is used to approve or reject the transfer of gaming software from a second gaming device to the first gaming device wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on the gaming machine.

30. (New) The method of claim 29, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

31. (New) The method of claim 29, wherein the first gaming device is at least one of a gaming machine, game server and combinations thereof.

32. (New) The method of claim 29, wherein the gaming software transaction request comprises access information and gaming software identification information.

33. (New) The method of claim 32, wherein the access information is one or more of operator identification information for the first gaming device, machine identification information for the first gaming device, operator identification information for the second gaming device and machine identification information for the second gaming device.

34. (New) The method of claim 32, wherein the gaming software identification information is one or more of a gaming software title, a gaming software provider identifier, a gaming software version number and a gaming software identification number.

35. (New) The method of claim 29, further comprising: comparing access information in the gaming software transaction request with access information stored in a database.

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36. (New) The method of claim 35, when the compared access information does not match the access information stored in the database, denying the gaming software transaction request.

37. (New) The method of claim 29, further comprising: comparing gaming software identification information in the gaming software transaction request with gaming software identification information stored in a database.

38. (New) The method of claim 37, when the gaming software identification information does not match the access information stored in the database, denying the gaming software transaction request.

39. (New) The method of claim 29, further comprising: generating an identification sequence; encrypting the identification sequence with a public encryption key for the first gaming device wherein information encrypted with the public encryption key is decrypted with a private encryption key used by the first gaming device; sending the encrypted identification sequence to the first gaming device.

40. (New) The method of claim 39, wherein the identification sequence is a symmetric encryption key used to encrypt gaming software transferred between the first gaming device and the second gaming device.

41. (New) The method of claim 39, further comprising: receiving from the first gaming device a second identification sequence encrypted with a public encryption key used by the software authorization agent, decrypting the second identification sequence with a private encryption key corresponding to the public encryption key used by the software authorization agent; comparing the second identification sequence to the identification sequence sent to the first gaming device to authenticate the identity of the first gaming device.

42. (New) The method of claim 41, wherein the second identification sequence is a symmetric encryption key used to transfer gaming software between the first gaming device and the second gaming device.

43. (New) The method of claim 41, when the second identification sequence received from the first gaming device does not match the identification sequence sent to the first gaming device; denying the gaming software transaction request.

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44. (New) The method of claim 29, wherein the gaming transaction information is one or more of a transaction encryption key, a transaction number, a time stamp, a transaction expiration time, a destination identifier, a machine identification number, a gaming software identification number, a gaming software provider identifier, a transaction number, a number of allowable downloads and combinations thereof.

45. (New) The method of claim 29, further comprising: storing the gaming transaction record information to a transaction database.

46. (New) The method of claim 29, further comprising: sending gaming software transaction information to the first gaming device.

47. (New) The method of claim 46, wherein the gaming software transaction information is one or more of a one or more of a transaction encryption key, a public encryption key used by the second gaming device, a transaction number, a time stamp, a transaction expiration time, a destination identifier, a destination machine identification number, a gaming software identification number, a gaming software provider identifier, a number of allowable downloads, a transaction number and combinations thereof.

48. (New) The method of claim 29, further comprising: sending a notification message to a gaming software provider identified in the gaming software request of a pending gaming software download request.

49. (New) The method of claim 29, wherein the software authorization agent communicates with the first gaming device using an local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

50. (New) The method of claim 29, wherein the software authorization agent and the first gaming device communicate with another using at least one of a satellite communication connection, a RF communication connection and an infrared communication connection.

51. (New) The method of claim 29, wherein the transfer of gaming software is performed at least one of manually and electronically.

52. (New) The method of claim 29, wherein the gaming software comprises one or more gaming software components for the game of chance, the bonus game of chance, the device driver, the player tracking service and the operating system.

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53. (New) The method of claim 29, wherein the gaming software is used to upgrade a gaming software component on the first gaming device.

54. (New) The method of claim 29, wherein the gaming software is used to correct an error in a gaming software component on the second gaming device.

55. (New) The method of claim 29, further comprising: requesting a list of gaming software installed on a gaming device.

56. (New) In a software authorization agent, a method of regulating a transfer of gaming software between two gaming devices, the method comprising: receiving a gaming software download request message with gaming software transaction information from a first gaming device; validating the gaming software download request using the gaming software transaction information; sending an authorization message to the first gaming device authorizing the first gaming device to transfer gaming software to a second gaming device; wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.

57. (New) The method of claim 56, wherein the second gaming device at least one of a gamer server and a gaming machine.

58. (New) The method of claim 56, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

59. (New) The method of claim 56, wherein the gaming transaction information is one or more of a transaction encryption key, a transaction number, a time stamp, a transaction expiration time, a destination identifier, a machine identification number for the first gaming device, a machine identification number for the second gaming device, a gaming software identification number, operator information for the first gaming device, operator information for the second gaming device, a transaction number and combinations thereof.

60. The method of claim 56, further comprising: comparing the gaming transaction information in the gaming software download request message with gaming

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transaction information stored in a transaction database to validate the gaming software download request.

61. (New) The method of claim 56, further comprising: sending a message to the first gaming device denying authorization for the first gaming device to transfer gaming software to the second gaming device.

62. (New) The method of claim 56, further comprising: decrypting the download request message.

63. (New) The method of claim 56, further comprising: receiving a first download acknowledgement message from the first gaming device and receiving a second download acknowledgement message from the second gaming device.

64. (New) The method of claim 63, further comprising: comparing gaming software transaction information in the first download acknowledgement message with gaming software transaction information in the second download acknowledgement message to validate that the gaming software has been correctly transferred.

65. (New) The method of claim 64, wherein the gaming software transaction information in the first download acknowledgement message includes at least a first digital signature determined for the gaming software and the gaming software transaction information in the second download acknowledgement message includes at least a second digital signature determined for the gaming software.

66. (New) The method of claim 56, wherein the first gaming device is a game server in communication with one or more gaming machines and the second gaming device is a gaming machine.

67. (New) The method of claim 56, wherein the first gaming device is a game server maintained by a gaming software provider and the second gaming device is a game server in communication with one or more gaming machines.

68. (New) The method of claim 56, wherein the first gaming device is a game server maintained by a gaming software provider and the second gaming device is a gaming machine.

69. (New) The method of claim 56, wherein the software authorization agent, the first gaming device and the second gaming device communicate with one another in a local area

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network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

70. (New) The method of claim 56, wherein the software authorization agent, the first gaming device and the second gaming device communicate with another using at least one of a satellite communication connection, a RF communication connection and an infrared communication connection.

71. (New) The method of claim 56, further comprising: receiving the gaming software from the first gaming device; validating the gaming software; and sending the gaming software to the second gaming device.

72. (New) The method of claim 71, further comprising: determining a digital signature for the gaming software; and comparing the digital signature with an approved digital signature for the gaming software stored in a database to validate the gaming software.

73. (New) The method of claim 56, further comprising: storing gaming software transaction information indicating that a status of the download request.

74. (New) The method of claim 56, wherein the status is at least one of authorized, pending, completed and void.

75. (New) The method of claim 56, wherein the transfer of gaming software is performed at least one of manually and electronically.

76. (New) The method of claim 56, wherein the gaming software comprises one or more gaming software components for the game of chance, the bonus game of chance, the device driver, the player tracking service and the operating system.

77. (New) The method of claim 56, wherein the gaming software is used to upgrade a gaming software component on the second gaming device.

78. (New) The method of claim 56, wherein the gaming software is used to correct an error in a gaming software component on the second gaming device.

79. (New) The method of claim 56, further comprising: requesting a list of gaming software installed on a gaming device.

80. (New) In a software authorization agent, a method of providing gaming software transaction information, the method comprising: receiving a gaming software transaction information request from a gaming device; authenticating an identity of the

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gaming device; querying a gaming software transaction database for a set of gaming software transaction information requested by the gaming device, said gaming software transaction database comprising a plurality of records of gaming software transactions; and sending the requested gaming software transaction information to the gaming device; wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.

81. (New) The method of claim 80, wherein each gaming software transaction record includes gaming software transaction information that describes a transfer of gaming software from a first gaming device to a second gaming device.

82. (New) The method of claim 80, wherein the gaming software transaction database includes a record of gaming software installed on one or more gaming devices.

83. (New) The method of claim 80, wherein the gaming software transaction database includes a record of gaming software usage on one or more gaming devices.

84. The method of claim 80, wherein the gaming transaction information is one or more of a transaction number, a time stamp, a transaction expiration time, a destination identifier, a machine identification number for the first gaming device, a machine identification number for the second gaming device, a gaming software identification number, operator information for the first gaming device, operator information for the second gaming device, a transaction number and a transaction completion time.

85. (New) The method of claim 80, further comprising: generating a gaming transaction report that presents the set of gaming software transaction requested by the gaming device.

86. (New) The method of claim 80, further comprising: generating a distribution of gaming software on a plurality of gaming machines at a specified time using the gaming software transaction information stored in the gaming software transaction database.

87. (New) The method of claim 80, further comprising: generating a distribution of gaming software on a plurality of gaming machines for a plurality of times using the gaming software transaction information stored in the gaming software transaction database.

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88. (New) The method of claim 80, further comprising: generating a billing report.

89. (New) The method of claim 88, further comprising: generating a fee for the billing report based upon a number of times a first gaming software has been used on the gaming device.

90. (New) The method of claim 89, wherein a usage fee charged each time the first gaming software is used varies with time.

91. (New) The method of claim 80, further comprising: requesting a list of gaming software installed on the gaming device.

92. (New) The method of claim 91, further comprising: storing the list of gaming software installed on the gaming device to the gaming software transaction database.

93. (New) In a first gaming device, a method of requesting a transfer of gaming software from a second gaming device, said method comprising: generating a gaming software transaction request; sending the gaming software transaction request to a gaming software authorization agent that approves or rejects the transfer of gaming software from the send gaming device; and receiving gaming transaction information from the gaming software authorization agent that is used to transfer the gaming software from the second gaming device wherein the gaming software is at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.

94. (New) The method of claim 93, wherein the software authorization agent, the first gaming device and the second gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

95. (New) The method of claim 93, wherein the software authorization agent, the first gaming device and the second gaming device communicate with another using at least one of a satellite communication connection, a RF communication connection and an infrared communication connection.

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96. (New) The method of claim 93, wherein the gaming software transaction request comprises access information and gaming software identification information.

97. (New) The method of claim 96, wherein the access information is one or more of operator identification information for the first gaming device, machine identification information for the first gaming device, operator identification information for the second gaming device and machine identification information for the second gaming device.

98. (New) The method of claim 96, wherein the gaming software identification information is one or more of a gaming software title, a gaming software provider identifier, a gaming software version number and a gaming software identification number.

99. (New) The method of claim 93, wherein the gaming software transaction information is one or more of a one or more of a transaction encryption key, a public encryption key used by the second gaming device, a transaction number, a time stamp, a transaction expiration time, a destination identifier, a destination machine identification number, a gaming software identification number, a gaming software provider identifier, a number of allowable downloads, a transaction number and combinations thereof.

100. (New) The method of claim 93, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

101. (New) The method of claim 93, further comprising: sending authentication information used to identify the first gaming device to the gaming software authorization agent.

102. (New) The method of claim 93, further comprising: sending a message requesting the gaming software to the second gaming device.

103. (New) The method of claim 93, further comprising: receiving the gaming software from the second gaming device.

104. (New) The method of claim 103, further comprising: determining a digital signature for the gaming software and sending a message with at least the digital signature to the gaming software authorization agent.

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105. (New) The method of claim 93, further comprising: authenticating an identity of the second gaming device.

106. (New) The method of claim 93, wherein the first gaming device is a gaming machine and the second gaming device is a game server.

107. (New) The method of claim 93, wherein the first gaming device is a game server in communication with a plurality of gaming machines and the second gaming device is a game server maintained by a gaming software content provider.

108. (New) The method of claim 93, wherein the transfer of gaming software is performed at least one of manually and electronically.

109. (New) The method of claim 93, wherein the gaming software comprises one or more gaming software components.

110. (New) The method of claim 93, wherein the gaming software is used to upgrade a gaming software component on the gaming machine.

111. (New) The method of claim 93, wherein the gaming software is used to correct an error in a gaming software component on the gaming machine.

112. (New) In a first gaming device, a method of transferring gaming software to a second gaming device, said method comprising: receiving a gaming software transaction request; sending the gaming software transaction request to a gaming software authorization agent that approves or rejects the transfer of gaming software; and transferring the gaming software to the second gaming device; wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.

113. (New) The method of claim 112, further comprising: receiving an approval of the gaming software transaction request from the gaming software authorization agent.

114. (New) The method of claim 112, further comprising: prior to transferring the gaming software, receiving a denial of the gaming software transaction request from the gaming software authorization agent; and terminating the transfer of the gaming software.

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115. (New) The method of claim 112, wherein the software authorization agent, the first gaming device and the second gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

116. (New) The method of claim 112, wherein the software authorization agent, the first gaming device and the second gaming device communicate with another using a least one of a satellite communication connection, a RF communication connection, an infrared communication connection and combinations thereof.

117. (New) The method of claim 112, wherein the gaming software transaction request comprises access information and gaming software identification information.

118. (New) The method of claim 117, wherein the access information is one or more of operator identification information for the first gaming device, machine identification information for the first gaming device, operator identification information for the second gaming device and machine identification information for the second gaming device.

119. (New) The method of claim 117, wherein the gaming software identification information is one or more of a gaming software title, a gaming software provider identifier, a gaming software version number and a gaming software identification number.

120. (New) The method of claim 112, wherein the gaming software transaction information is one or more of one or more of a transaction encryption key, a public encryption key used by the second gaming device, a transaction number, a time stamp, a transaction expiration time, a destination identifier, a destination machine identification number, a gaming software identification number, a gaming software provider identifier, a number of allowable downloads, a transaction number and combinations thereof.

121. (New) The method of claim 112, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, a video pachinko game.

122. (New) The method of claim 112, further comprising: determining a digital signature of the gaming software and sending a message with at least the digital signature to the gaming software authorization agent.

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123. (New) The method of claim 112, wherein the first gaming device is a gaming server and the second gaming device is a gaming machine.

124. (New) The method of claim 112, wherein the first gaming device is a gaming machine and the second gaming device is a gaming machine.

125. (New) The method of claim 112, wherein the first gaming device is a game server maintained by a gaming software content provider and the second gaming device is a game server maintained by a gaming entity.

126. (New) The method of claim 112, wherein the first gaming device is a game server maintained by a gaming software content provider and the second gaming device is a gaming machine maintained by a gaming entity.

127. (New) The method of claim 112, wherein the transfer of gaming software is performed at least one of manually and electronically.

128. (New) The method of claim 112, wherein the gaming software comprises one or more gaming software components.

129. (New) The method of claim 112, wherein the gaming software is used to upgrade a gaming software component on the gaming machine.

130. (New) The method of claim 112, wherein the gaming software is used to correct an error in a gaming software component on the gaming machine.

131. (New) A software authorization agent for facilitating the transfer of gaming software between a plurality of gaming devices, the software authorization agent comprising: a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and a processor configured or designed to (i) receive gaming software transfer requests via the network interface from a first gaming device for the transfer of gaming software from a second gaming device to a third gaming device (ii) approve or reject the gaming software transaction request wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a device installed on a gaming d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.

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132. (New) The software authorization agent of claim 131, further comprising: a transaction database containing gaming software transaction information.

133. (New) The software authorization agent of claim 132, wherein the gaming software transaction information is one or more of a transaction number, a time stamp, a transaction expiration time, a destination identifier, a machine identification number for the first gaming device, a machine identification number for the second gaming device, a gaming software identification number, operator information for the first gaming device, operator information for the second gaming device, a transaction number and a transaction completion time.

134. (New) The software authorization agent of claim 133, further comprising a memory containing software allowing the processor to analyze the gaming software transaction information stored in the transaction database and generate gaming software distribution reports based upon the gaming software transaction information.

135. (New) The software authorization agent of claim 133, further comprising: a memory containing software allowing the processor to analyze the gaming software transaction information stored in the transaction database and generate gaming software billing reports based upon the gaming software transaction information.

136. (New) The software authorization agent of claim 131, further comprising: a database storing public encryption keys for one or more of the plurality of gaming devices.

137. (New) The software authorization agent of claim 131, further comprising: a database storing identification information for one of or more of the plurality of gaming devices.

138. (New) The software authorization agent of claim 131, further comprising: a database storing identification information for the gaming software that is transferred from the second gaming device to the third gaming device.

139. (New) The software authorization agent of claim 138, wherein the identification information for the gaming software is a digital signature, a title, a manufacturer, an identification number and combinations thereof.

140. (New) The software authorization agent of claim 131, wherein the first gaming device is a hand-held computing device, the second gaming device is a portable

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memory device storing the gaming software and the third gaming device is a gaming machine.

141. (New) The software authorization agent of claim 131, wherein the first gaming device is a first gaming machine, the second gaming device is a second gaming machine and the third gaming device is the first gaming machine.

142. (New) The software authorization agent of claim 131, wherein the first gaming device is a first gamer server, the second gaming device is a second game server and the third gaming device is a first gaming machine.

143. (New) The software authorization agent of claim 131, wherein the first gaming device is a first game server, the second gaming device is a second game server and the third gaming device is the first game server.

144. (New) The software authorization agent of claim 131, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

145. (New) The software authorization agent of claim 131, wherein the software authorization agent, the first gaming device, the second gaming device and the third gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

146. (New) The software authorization agent of claim 131, wherein the software authorization agent, the first gaming device, the second gaming device and the third gaming device communicate with another using at least one of a satellite communication connection, a RF communication connection and an infrared communication connection.

147. (New) The software authorization agent of claim 131, wherein the transfer of gaming software is performed at least one of manually and electronically.

148. (New) The software authorization agent of claim 131, wherein the gaming software comprises one or more gaming software components.

149. (New) The software authorization agent of claim 131, wherein the gaming software is used to upgrade a gaming software component on one of the gaming devices.

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150. (New) The software authorization agent of claim 131, wherein the gaming software is used to correct an error in a gaming software component on one of the gaming devices.

151. (New) A first gaming device comprising: a network interface allowing communications between the first gaming device, a software authorization agent and one or more other gaming devices; and a processor configured or designed to (i) send a request for the transfer of gaming software from a second gaming device to a third gaming device via the network interface to the software authorization agent (ii) receive from the software authorization agent a reply approving or rejecting the request for the transfer of the gaming software wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.

152. (New) The first gaming device of claim 151, further comprising: a memory device that stores gaming software.

153. (New) The first gaming device of claim 151, further comprising: a master gaming controller that controls a game of chance played on the first gaming device.

154. (New) The first gaming device of claim 151, further comprising: a memory device that stores public encryption keys for one or more of the plurality of gaming devices and the software authorization agent.

155. (New) The first gaming device of claim 151, wherein the network interface is connected to at least one of a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

156. (New) The first gaming device of claim 151, wherein the network interface provides at least one of a satellite communication connection, a RF communication connection and an infrared communication connection.

157. (New) The first gaming device of claim 151, wherein the first gaming device is a portable gaming device.

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158. (New) The first gaming device of claim 151, wherein the first gaming device is a first gaming machine, the second gaming device is a second gaming machine and the third gaming device is the first gaming machine.

159. (New) The first gaming device of claim 151, wherein the first gaming device is a first game server, the second gaming device is a second game server and the third gaming device is a first gaming machine.

160. (New) The first gaming device of claim 151, wherein the first gaming device is a first game server, the second gaming device is a second game server and the third gaming device is the first game server.

161. (New) The first gaming device of claim 151, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

162. (New) The first gaming device of claim 151, wherein the gaming software comprises one or more gaming software components.

163. (New) The first gaming device of claim 151, wherein the gaming software is used to upgrade a gaming software component on one of the gaming devices.

164. (New) The first gaming device of claim 151, wherein the gaming software is used to correct an error in a gaming software component on one of the gaming devices.

165. (New) In a software authorization agent, a method of generating a gaming software transaction record used to facilitate a transfer of gaming software between two gaming devices, the method comprising: receiving a gaming software transaction request from a first gaming device; authenticating an identity of the first gaming device; generating a gaming software transaction record comprising gaming software transaction information that is used to approve or reject the transfer of gaming software from a second gaming device to the first gaming device wherein the gaming software is a game of chance played on a gaming machine.